

AQUARIUS™

CARTRIDGE INSTRUCTIONS

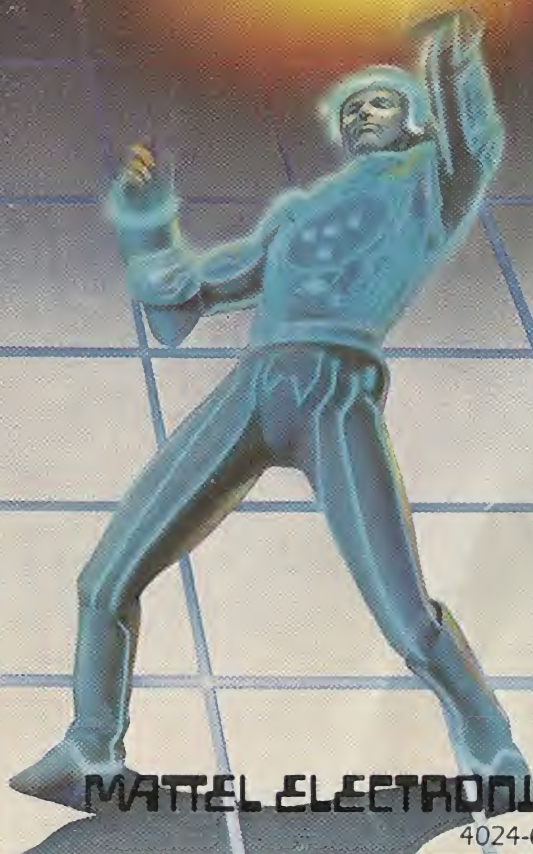
TRON DEADLY DISCS

FOR 1 PLAYER

FOR COLOR TV VIEWING ONLY

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MATTEL ELECTRONICS®

4024-0920

THE GAME

Based on TRON, the futuristic adventure Motion Picture from Walt Disney Productions. Move Tron safely through battle against Warriors attacking in waves of three against one. Lethal saucers are the weapons. It's a soaring, blocking, running fight. Score one million points or set yourself a new World Record!

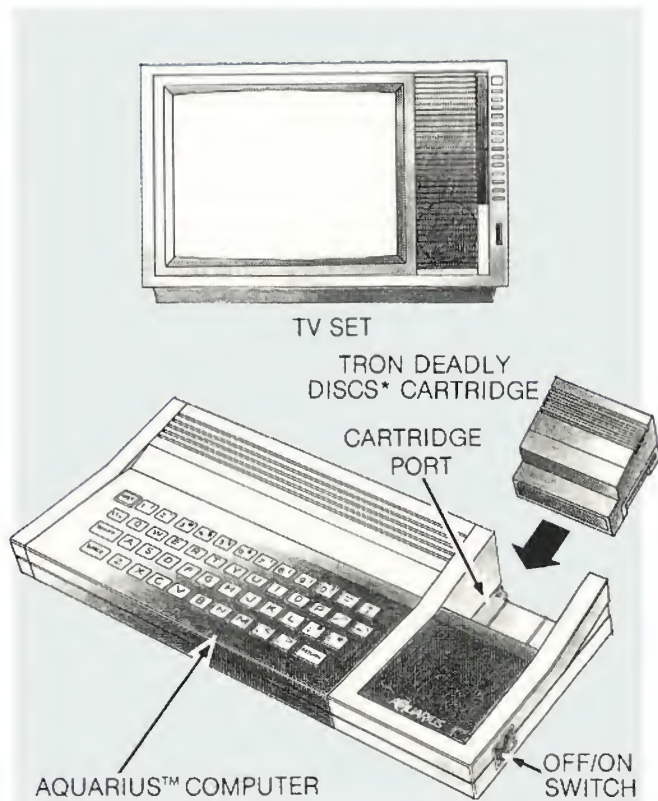
OBJECT OF THE GAME

Score points by knocking out computer-controlled attackers with flying discs. Your task is to bring your man, TRON, safely through battle after battle. Attacking Warriors are also armed with destroyer discs. They'll come at TRON in wave after wave of three against one! You get them. Or they'll get TRON. Game difficulty increases dramatically in the later stages. 100,000 points is a good score. 1,000,000 points are entirely possible!

CHECK YOUR EQUIPMENT

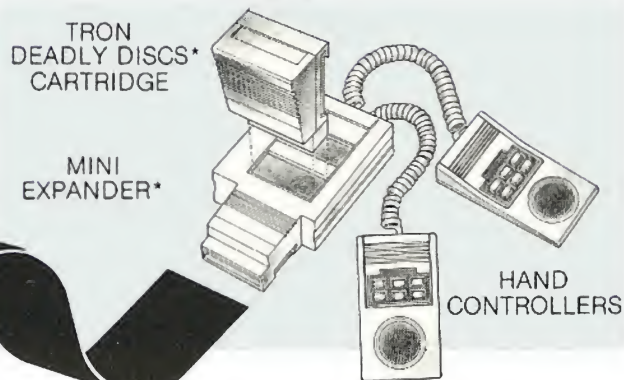
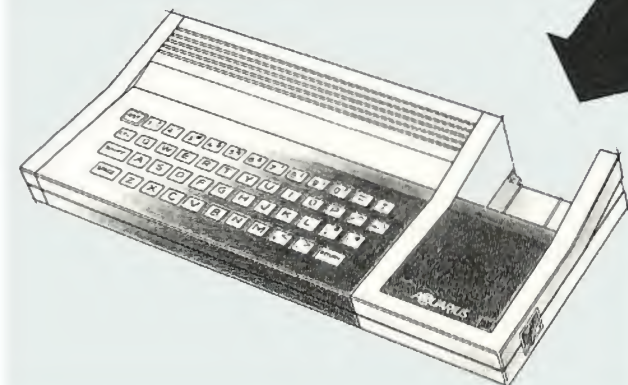
MAKE SURE:

- AQUARIUS™ Computer is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at COMPUTER.
- TV SET is plugged in and properly adjusted.
- TRON DEADLY DISCS* cartridge is placed in CARTRIDGE PORT, firmly engaged. Game title should be facing up.
- OFF/ON SWITCH is turned ON.



IF MINI EXPANDER AND HAND CONTROLLERS ARE USED*

- Insert MINI EXPANDER in AQUARIUS™ computer cartridge port.
- Insert TRON DEADLY DISCS* Cartridge in Mini Expander.
- Plug HAND CONTROLLERS into Mini Expander.



- Turn OFF/ON SWITCH on computer ON.
(For detailed directions, see your Mini Expander instructions.)

*SOLD SEPARATELY.

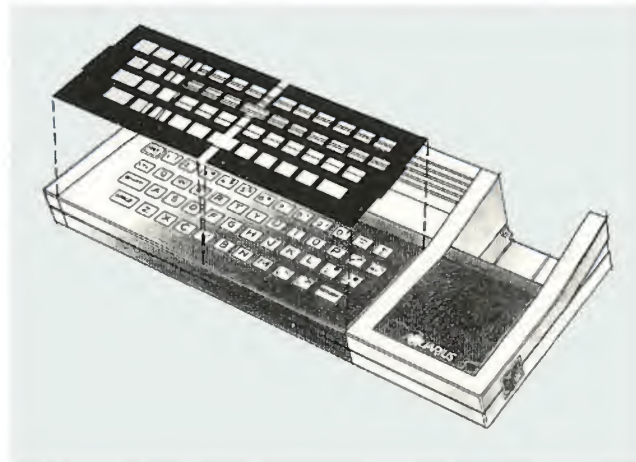
PRESS THE RST
KEY ON YOUR
COMPUTER. Game
title will appear on
the TV screen.

AQUARIUS
HOME COMPUTER SYSTEM
presents
**TRON DEADLY
DISCS**

ADD OVERLAYS

Your TRON DEADLY DISCS* cartridge comes with two overlays for the computer keyboard and two overlays for the hand controllers. These overlays are your visual guide to the TRON DEADLY DISCS* game.

If you are using the computer keyboard to play the game, fit the KEYBOARD OVERLAYS over the keyboard.

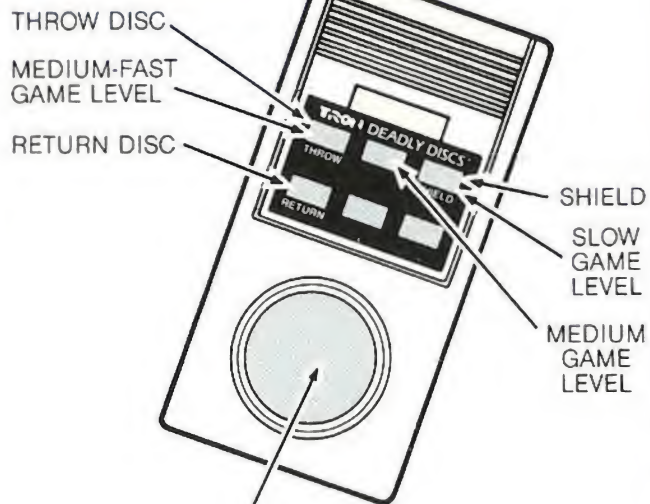


If you are using hand controllers to play the game, fit one hand controller overlay over the keys of each hand controller.



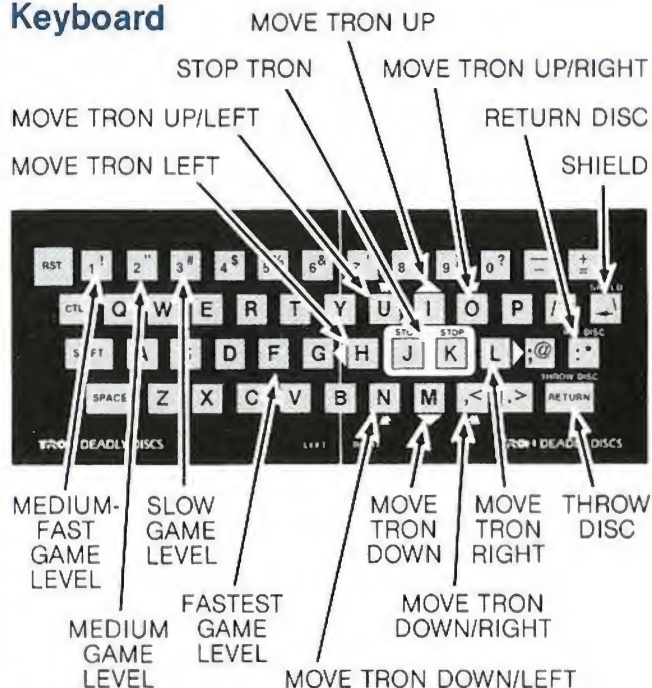
EXAMINE YOUR CONTROLS

Hand Controller



USE WHEEL TO MOVE TRON IN ANY ONE OF EIGHT DIRECTIONS (FASTEST GAME LEVEL)

Keyboard



SELECT GAME SPEED

When you see the game title, select the level of game difficulty. Game speed increases with level of difficulty.

LEVEL	COMPUTER KEYBOARD	HAND CONTROLLER
Slow	3	3
Medium	2	2
Medium-Fast	1	1
Fastest	Any key except 1, 2, or 3	Disc

NOTE: Speed you select goes for the entire game. But the higher point score you reach, the more difficult the game

will become in OTHER ways than speed. (You'll have to fight tougher, harder-to-knock out BLACK WARRIORS, PURPLE WARRIORS, YELLOW WARRIORS, ETC. See page 9 for "WARRIORS".)

TAKING HITS & RECOVERY

As the game starts, TRON can withstand 3 hits from a wave of Warrior attackers. Warriors destroyed by TRON's disc will replace themselves within approximately 10 seconds, unless the grid is cleared by destroying the whole wave of 3 Warrior attackers. When a new wave of 3 attackers appears, TRON can again take at least 3 hits!

In addition, TRON recovers from hits on a TIME BASIS. He recovers and con-

tinues to recover from each hit approximately every four seconds until the maximum level is reached or TRON is destroyed ("de-rezzed").



AND at higher point totals, TRON can withstand extra hits.

- After 50,000 points, TRON can withstand 4 hits.

- After 100,000 points, TRON can withstand 5 hits. (See page 00 "SCORING".)

NOTE: Taking hits SLOWS DOWN TRON.

LET'S PLAY

- Press **RST** key on your computer to bring up game Title on TV screen.

- To begin ACTION, press one of the game level keys on either the Computer Keyboard or Hand Controller (see page 00 for "EXAMINE YOUR CONTROLLERS").

- Move TRON and avoid hits.

ON COMPUTER KEYBOARD:

Press the move keys (see page 4 for "Keyboard").

ON HAND CONTROLLER:

Press Disc in any one of the eight possible directions (see page 4 for "Hand Controller.").

■ FIRE discs and knock out attacking Warriors (TRON's disc is white).

ON COMPUTER KEYBOARD:
Press the **RETURN** key.

ON HAND CONTROLLER:
Press **THROW DISC** (1).

■ RETURN disc.

ON COMPUTER KEYBOARD:
Press the **:*** key.

ON HAND CONTROLLER:
Press **RETURN DISC** (4).

■ SHIELD/BLOCK Warrior disc (normally the color of the attacking Warriors).

ON COMPUTER KEYBOARD:
Press **↵**

ON HAND CONTROLLER:
Press **SHIELD** (3) or (6).

Pressing the SHIELD/BLOCK button will randomly activate TRON's shield (sometimes it will, sometimes it won't) for a random length of time (sometimes a few seconds, sometimes shorter). A SHIELD/BLOCK will remove the Warrior's disc for approximately ten seconds. However, using the SHIELD/BLOCK requires TRON's energy and you are penalized points when you use this option (see page 8 for "SCORING").

SCORING



Points are won in this game by destroying ("de-rezzing") computer-controlled attackers by hitting them with the

WHITE disc from TRON.

BONUS points can also be earned as follows:

■ For clearing the grid of attackers, TRON must destroy all 3 attackers before they are replaced. Bonus earned is 5 TIMES Warrior value at that stage of the game. (See page 9 "WARRIOR POINT SCORE TABLE".)

When higher point totals are earned (50,000 and 100,000), TRON can with-

stand EXTRA hits. You will have a better chance to reach higher scoring levels because TRON has a better chance to last longer in the combat.

■ After 50,000 points are earned, TRON can withstand 4 hits instead of just 3.

■ After 100,000 hits, TRON can withstand 5 hits instead of just 3.

NOTE: Use of the SHIELD/BLOCK is penalized by decreasing your total score by 10 for each unit of time the SHIELD/BLOCK is on. This time unit becomes smaller as your score increases. If you use the SHIELD/BLOCK until your score reaches zero, the game is over. At 1 million points, the SHIELD/BLOCK can no longer be used.

WARRIOR POINT SCORES

YOUR (TRON) POINT TOTALS	WARRIOR POINT VALUE
0 - 999	50
1000 - 1999	100
2000 - 2999	150
3000 - 4999	250
5000 - 7499	300
7500 - 9999	500
10000 - 14999	750
15000 - 19999	1000
20000 - 24999	1250
25000 - 29999	1500
30000 - 39999	2000
40000 - 49999	2500
50000 - 74999	3500
75000 - 99999	5000
100000 - Above	10000

BONUS:
5 TIMES
Warrior
value for
clearing
the board.

THE COMPUTER- CONTROLLED WARRIORS



In the earlier stages of the game, below 10,000 points, Warriors are slow and not very accurate with the RED discs they throw at TRON. Above 10,000 points Warriors are more accurate and harder to hit.



DEADLY



HARMLESS

NO disc is deadly when returning. THIN flying discs do the damage!

THE DOORS: OPEN, SHUT, JAMMED OPEN

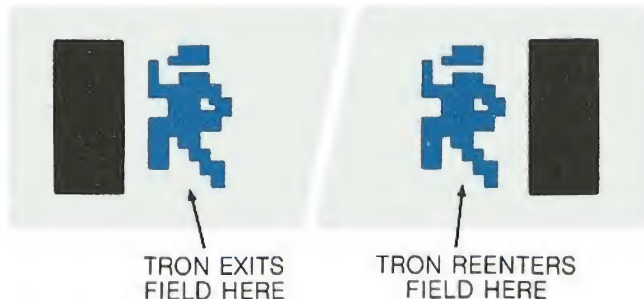
- DOORS OPEN whenever Warriors enter to join the battle against TRON.
- DOORS SHUT automatically whenever Warriors are replaced by the next set of Warriors.

DOORS can be JAMMED OPEN by TRON in two ways:

1. By making TRON run into the CENTER of the door opening. (Side door, top or bottom door.)
2. By hitting any door CENTER with a disc from TRON.

TELEPORTING!

When DOORS are JAMMED OPEN directly across from one another, try a surprise FAST EXIT! Move TRON in one door, out the other. The entrance from which he is "teleported" is then closed. Successfully execute a "teleport" and TRON will automatically recover 1 hit.



WINNING TIPS!

■ KEEP TRON MOVING throughout the game. And keep an escape route open. Don't let TRON get trapped in a corner!

■ When "teleporting" TRON, think ahead and watch out! Don't run smack into a Warrior or group of Warriors on the other side. That could prove deadly!

■ Always keep an OPEN door behind you for emergencies. A quick exit comes in very handy, especially in the later stages of the game when you're fighting off more accurate Warriors.

START A NEW GAME

At the end of a game, you can return to the title frame to start over by pressing the **RST** key on your Computer Keyboard.

Then select skill level and begin play again.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any AQUARIUS™ cartridge, cassette, or disc it manufactures, that the product will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-home use.

Mattel Electronics will not assume any liability or responsibility for loss or damage, direct or indirect, caused by or alleged to be caused by any Aquarius cartridge, cassette, or disc (software programs) or the use made of any such program by the consumer. This disclaimer includes but is not limited to any interruption of service, loss of money, or anticipatory profits resulting from the use or operation of such programs.

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Cranbury, New Jersey 08512

or

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